RETURN TO JORUNE™

THE MYSTERY SYSTEM

Version 0.6

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The JORUNE MYSTERY SYSTEM, composed by Joe Coleman, drawing heavily on mechanic development by Max Slowik, with additional material from the various Jorune gaming groups (1993-2001). Distributed to member of the Jorune Yahoo! Group.

Skyrealms of Jorune™

Quick Play and Minimalist Mechanics

This is a system for peole who want to start playing Skyrealms of Jorune FAST, without a lot of clutter.

You can generate your own skills or use those skills you like the best from other game systems (subject to the Sholari's approval).

You have seven Stats or Attributes. Two Stats are combined to create a target number to accomplish a task or to take an action. The player rolls 1d10 to meet the Target number - roll the number or less.

THE DIE MECHANIC

Two Stats are combined to give a target number. Roll 1d10 to hit that number or less. The scale is 1-9, with 0 being failures.

If you have skill that applies to the action, roll 1 or 2 additional d10, according to the level of the applicable skill.

If you have a modifier that applies to the roll, it is applied after the success or failure of the roll.

The Sholari may determine a situational modifier to increase or decrease the difficulty of the roll, or may determine automatic success or failure.

If you have a Racial Modifier, apply modifier after the roll.

You gain benefit from rolle the exact number - Rolling Rank.

If you have skill, ad the number of dice in that skill to the die roll.

FOR EXAMPLE: Athletics is STR+REF. You took Gymnastics at 2 as an Interest. You roll 3d10 (basic 1d10 + 2d10)

SUCCESS AND FAILURES

Each die is considered success. Add successful dice together for the effect or damage, if damage was a goal of the roll.

One zero on a 1d10 roll is a critical failure. Two zeros on a 2d10 roll is a critical failure. Three zeoes on a 3d10 roll is a critical failure.

Penalties or consequences will result from critical failures, determined by the Sholari.

ROLLING RANK

If you roll the exact number of your target number, you gain a special benefit, determined by the Sholari. The most common effect of Rolling Rank is all dice in the roll are counting, meaning dice that were above the target number apply to the damage or effect of the roll.

If all dice rolled were successful, the Rolling Rank bonus doubles the damage or effect.

TOOLS AND DAMAGE

Weapons and Armor are Tools. These will add or subtract from the results of an action. For weapons, the "Shift" of the Tool is added after damage is calculated. For armor, the shift is subtracted from the damage.

Like Isho abilities, weapons are taken from Upbringing, Interests or Occupation. Armor may be purchased.

If you are using a weapon and succeed, add the shift of that weapon to damage. If you are using armor, subtract Armor from value. Damage is the total of successful rolls, the modifiers and shift from Tools. Damage is deducted from Body. If Body falls to zero, the character is unconscious. If Body falls to -100% of Body, *character dies.*

STANDARD

Shift	Tools
2	Arrow
2	Knife
2	Staff
2-4	Sling load
2	Thikes
3	Club
3	Spear
4	Axe
4	Sword
5	Large Club
5	Battle Axe
5	Large Sword

EARTH-TEC

Shift	Tools
3	Field Ram Pistol
4	Laser Pistol
5	Field Ram Rifle
6	Blaster Pistol
6	Laser Rifle
9	Blaster Rifle

ARMOR

Shift	Armor
-2	Soft Leather
-4	Hard Leather
-4	Crystal *
-5	Scale **
-6	Grunder **

Armor may be layerd one Leather, one Crystal

** - Against Isho Only*

*** - Treated Animal Skin*

DOMAINS

The seven Stats have fifteen possible interactions of combinations of two stats. These are the basic domains and will determine most target numbers – however the player or Sholari may come up with a new use for combining Stat to accomplish tasks.

These are the fundamental Domains:

STR + EDU = Dodge
Dodge is the controlled movement to avoid an attack or action.

STR + REF = Athletics
Athletics are physical actions such as gymnastics and wrestling.

STR + INT = Body
This is your physical capacity. This number is both your numerical value of starting Body, and your active resistance to a physical attack or exhaustion.

STR + DEX = Hand to Hand
This is direct confrontation with another character, such a fist, kick, bite or special skills like martial arts.

STR + SOC = Intimidation
The effect on other people when trying ot make them do what your character wants, including answering questions, moving from a position or revealing locations.

EDU + REF = Technique (incl. Range)
How you do things. The proper sequence to manipulate equipment to achieve an effect, which can includ lab work, range weapons, and various technologies.

EDU + INT = Perception
Your basic senses - sight, hearing, smell, touch and taste. Some races have modifiers to specific perceptions.

EDU + DEX = First Aid
On the scene immedate reaction to damage to a character, including the person who is performing the first aid.

EDU + SOC = Interactions
The interaction with other characters, including bargaining, socializing and reacting to the various racesa nd cultures.

REF + INT = Stealth
The ability to approach or depart from a specific area without detection.

REF + DEX = Melee
Your use of common weapons, such as swords, knives, staffs and other weapons used in immediate proximity to the target. (Weapons at a distance would be governed under Technique for Ranged Weapons.)

REF + SOC = Ettiquette
Proper behavior with various races, cultures and occupations to gain a positive reaction or influence the interaction to your needs.

INT + DEX = Survival
Knowledge of the proper actions, techniques, resources and probabilities to make the best choices under specific environmental circumstances.

INT + SOC = Interview
The non-confrontational aspects of asking questions, getting information and cooperation with another character.

DEX + SOC = Performance
The sophistication of knowledge of body, voice and social interactions to accomplish a desired prestational effect, including gaining information, disguise and professional entertainment.

EFFORTS

Efforts are special actions when you add a Stat to itself to create a Target Number. These are restricted areas that cannot be used like Domains or Isho skills. You are limited to the numberof times you can attempt an effort, equal to the value of the Stat used.

These are the seven Efforts:

ISH + ISH = Active Isho Resist
This is the ability to actively interrupt an Isho attack by Unweaving (muadra or tologra only) or Interfere (disrupt the flow). If unwoven, the color used in the attackin dysha becomes available to the person using the Active Isho Resist.

STR + STR = Feat of Strength
Use or raw brute strength to push, lift, break or attack.

EDU + EDU = Active Mental Resist
This can be used to resist lies, false information or other informational attack.

REF + REF = Desperate Action
This is a fallback when a key action has not worked. It should be used in life-or-death situations resulting from a failure.

INT + INT = Learn
Your character's native ability to understand what they have never seen or experienced before.

DEX + DEX = Evade
An uncontrolled escape that leaves the character out of position for attack in the next round. Particularly useful in responding to a surprise attack.

SOC + SOC = Etiquette
The proper behavior in dealing with a different race or culture.

PASSIVE RESIST

Three characteristic can be used as a Passive Resist to divide the damage taken by the character.

ISH divides damage from Isho attacks.
STR divides damage from physical attacks.
INT divides damage from mental attacks.

ISHO

Isho is the basic power of Jorune and e~fects all races and animals. All Characters must have an affinity to one of the seven colors of Isho - a Lih-al - even if they cannot manipulate isho. Dyshas are the primary form of manipulation of Ishy by player characters. Dyshas in ***Bold Italics*** are Key Dyshas for that Lih-al and cost 1 point of Color to use. Dyshas the contain the character's Lih-Al can be used for 2 points of Color. Dysha that do not contain the character's Lih-Al cost 4 points to use. Isho Skills cost 1 point to use Low Frequency, 2 points for High Frequency and 3 points for Isho Skills other than Dysas.

When Color is exausted, you may not use any more Isho skills until energy has restored.*ISHO ABILITIES*

Isho is the native energy of Jorune and is used as Bolts and Orbe (Thrown) or Body Isho (Trickled) Isho skills are governed by the Isho group.

Each player must choose a type of isho ("Lih-al") within the restrictions of the Racial Modifiers. Isho related abilities are taken from Upbringing, Interests or Occupation.

Isho abilities are limited by Color. 1, 2, 4 or 8 points are deducted from Color for each use of an Isho based ability. (See ISHO.)

ISH + STR = Color
This is the total number of points available to be used for attempting Isho Abilities - Low Frequency, High Frequency and Isho Skills.

ISH + EDU = Signatures
Your ability to use the idenfication aspets of Isho signatures, including Race, False and Mask isho.

ISH + INT = Isho Defense
This is an active defense used to overpower an Isho ability used against your character. This roll is compared to the success of the attacking roll and determines if damage is avoided. There is no incremental value.

ISH + REF = Throw Dysha
Your ability to "throw" a dysha.

ISH + SOC = Caji Ettiquette
The particular skills required to dealing with Caji, Copra, Sho and other students or users of Isho, including Shanthic Ettiquette.

ISH + DEX = Trickle Dysha
This is the ability to do a controlled transfer of isho from your body to the body of another character for a specific effect.

ISHO SKILL DIVISION

Low Frequency (not available muadra or tologra)	**High Frequency** (muadra, tologra only)	**Isho Skills** (not available to Ramian, Corastin or Thivin)
False Signature	Tra Sense	Dyshas
Mask Signature	Warp Stabilization	Unweave
Race Signatures	Estimate Isho	Interfere
		Available to all (Human +6 one time per day)

Key Dyshas

GOBEY	**DESTI**	**DU**	**EBBA**	**LAUNTRA**	**SHAL**	**TRA**
Shield	Lighting Blast	Orb of Light	Levitate	Heal	Brain Blast	Deflector

BASIC DYSHA GRID

GROUP	**TRA** White	**SHAL** Blue	**LAUNTRA** Green	**EBBA** Yellow	**DU** Amber	**DESTI** Red	**GOBEY** Black
Ca-Gobey	Shield Implode	Power Orb	Body Shield	Suspension Orb	Power Hold	Penetation Bolt	*Shield*
Ca-Desti	Reflector	Frost Bolt	Stiff	Spinner	Sear	*Lightning Blast*	
Ca-Du	Inner Eye	Spectral Stun	Night Eyes	Power Orb	*Orb of Light*		
Cie-Ebba	Floater	Scramble	Shining	*Levitate*			
Ca-Launtra	Inner Eye	Body Freeze	*Healer*				
Ca-Shal	Rummage	*Brain Blast*					
Ca-Tra	*Deflector*						

Key Dyshas in Italics
You must learn at least three of the dyshas of your primary lih-al before you can buy dyshas that do not include your lih-al.

MORALE

When a game group gets together, there are usually years – sometimes decades – of gaming experience in the room. To take advantage of that reality, Morale is offered as a player-control mechanic.

This gives players input into the progress of the game. Morale can be used in many ways:

Buy a Flashback. When the scene requires a piece of information, a piece of equipment, or a strategic plan set into place, the play can spend a Morale to buy a flashback scene where the necessary element was provided.

Have and Extra Action. Spending a Morale before combat begins can give the character an extra action in a round.

Buy Back a Failure. Exercise the choice to use a Morale to eliminate a failure on a critical roll.

Make a Group Action. All of the members of a gaming group can each spend a Morale to change something key in the game, such as buy back the death of a character or end a scene of the campaign to move into the next chapter.

Narrate a result. After a good roll, a Morale can be spent to give the Player a chance to narrate the details of the successful action (subject to the Sholari's approval).

Each player starts out with 3 Morale. If the Player and Sholari can agree on an innovative way to use Morale to improve the gaming experience, they are encouraged to do so.

Morale is restored at the beginning of each gaming session. The Sholari may opt to award additional Morale to a Player as a result of exceptional role playing that advances the game for the group and campaign.

GENERATION

Choose Race. Note Racial Modifiers.

Distribute 17 points to Stats. Each stat has a base of 1. Only one Stat raised to Level 5, others at 4 or less. Each Stat must have a minimum value of 1.

Distribute 4 dice into Upbringing Skills, no more than 2 dice in any one skill.

Distribute 8 dice into Interests, no more than 2 in any one Interest.

Distribute 10 dice into occupational skills, no more than 2 in any one skill.

Distribute 4 dice into Languages (which also gives you ettiquettes in the same culture), no more than 2 in any one Language. You have your native laguage at 1.

Choose a Focus Skill for improvement from your existing skills. You will get free form improvement points, also. Decide if your character learns by success or failure.

Racial Modifiers

RACE	ISH*	STR	REF	DEX	EDU	INT	SOC	BODY	MONEY	LIH-AL	NOTES	RESTORE
Acubon	-	-1	+2	+1	-2	-2	-1	-	2d	Ebba	(Freshwater,+3 STR, +3 DEX), +3 Navigate	3 days
Blount	-	-3	+2	2	-1	+1	2	-	2d	Gobey	can use Earth-Tec, +3 Damage,	3 days
Boccord	-	+3	-2	-1	-	-	-	+2	3d	Desti	Always Hungry, -2 Damage	3 days
Bronth	+4	+4	-3	-2	-	-	-	+4	3d	Launtra	-3 Hearing, -3 Damage	2 days
Corastin	-	+5	-4	-3	-2	-2	-4	+6	2d	Shal	+3 Languages, Large Club, -4 Damage	-
Crugar	+4	+1	+1	+1	-1	-	-2	-	3d	Desti	-3 Vision, Lightning Blast	2 days
Cygra	+4	+1	+1	+1	-1	-	-1	-	3d	Desti	-3 Vision, Lightning Blast	2 days
Human	x.5**	-		-	-	-	-	-	3d	Desti	Earth Tec, +8 interfere 1x per day	4 days
Muadra	+8	-2	+1	-	-	-	-	-	3d	any	Isho, No Sig. Skills, +2 Damage	1 day
Ramian	-	+3	+2	-2	-4	-	-4	+4	3d	Shal	Subject to Shal effects, -3 Damage	-
Salu	-	-1	+2	+1	-2	-	-1	-	3d	Ebba	(Saltwater +3 STR, +3 DEX), +3 Navigate	3 days
Thivin	-	-1	+1	+3	+1	+2	+3	+2	4d	Shal	+4 Bargain, +3 Ettiquette, +2 Languages	-
Tologra	+4	+1	+1	+2	-	-	-2	+2	2d	any	Isho, -2 Ettiquette, -1 Damage	1 day
Trarch	-	+2	+3	+1	+2	-2	+3	+4	2d	Gobey	+2 Bargain, +2 Club, -2 Damage	3 days
Woffen	+4	+1	+1	+1	+1	-	-1	-	3d	Gobey	-3 Drinking, +2 Smell, Power Hold	2 days

*Isho modifier applied after the roll, also added to Color. ** Humans using dyshas only deliver one-half damage, +8 interfere 1x per day.

Skyrealms of Jorune
MYSTERY SYSTEM

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UPBRINGING 4d

INTERESTS 8d

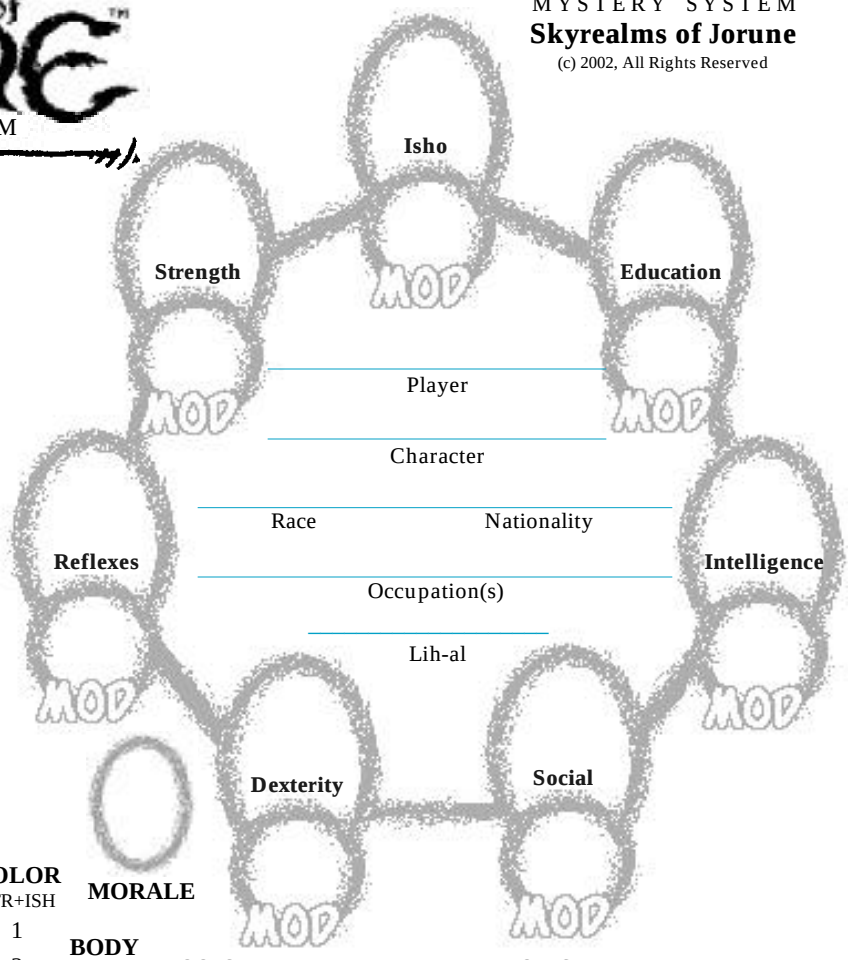
OCCUPATION 10d

LANGUAGES 4d

FOCUS

IMPROVEMENT

MONEY



Player

Character

Race Nationality

Occupation(s)

Lih-al

COLOR

STR+ISH	MORALE
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	

Restore _____

BODY

STR+EDU
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

TOOLS

NOTES

BASIC DOMAINS

EFFORTS

ISH + ISH	=	Isho Resist
STR + STR	=	Feat of Strength
EDU + EDU	=	Mental Resist
REF + REF	=	Desperate Act
INT + INT	=	Learn
DEX + DEX	=	Evade
SOC + SOC	=	Ettiquette

ISHO GROUP

ISH + STR	=	Color
ISH +EDU	=	Signatures
ISH + INT	=	Isho Defense
ISH + REF	=	Throw Isho
ISH + SOC	=	Caji Ettiquette
ISH + DEX	=	Trickle Isho

SKILL GROUPS

STR + EDU	=	Dodge
STR + REF	=	Athletics
STR + INT	=	Body
STR + DEX	=	Hand to Hand
STR + SOC	=	Intimidation
EDU + REF	=	Technique
EDU + INT	=	Perception
EDU + DEX	=	First Aid
EDU + SOC	=	Bargain
REF + INT	=	Stealth
REF + DEX	=	Melee
REF + SOC	=	Interactions
INT + DEX	=	Survival
INT + SOC	=	Interview
DEX + SOC	=	Performance